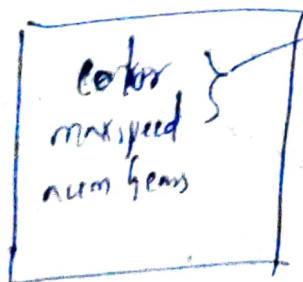
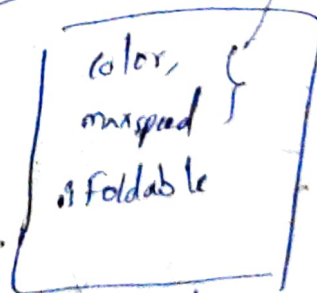


2) Inheritance - Introduction

↓
* To introduce the properties / characteristics for parents or ancestors
let's say we have two class



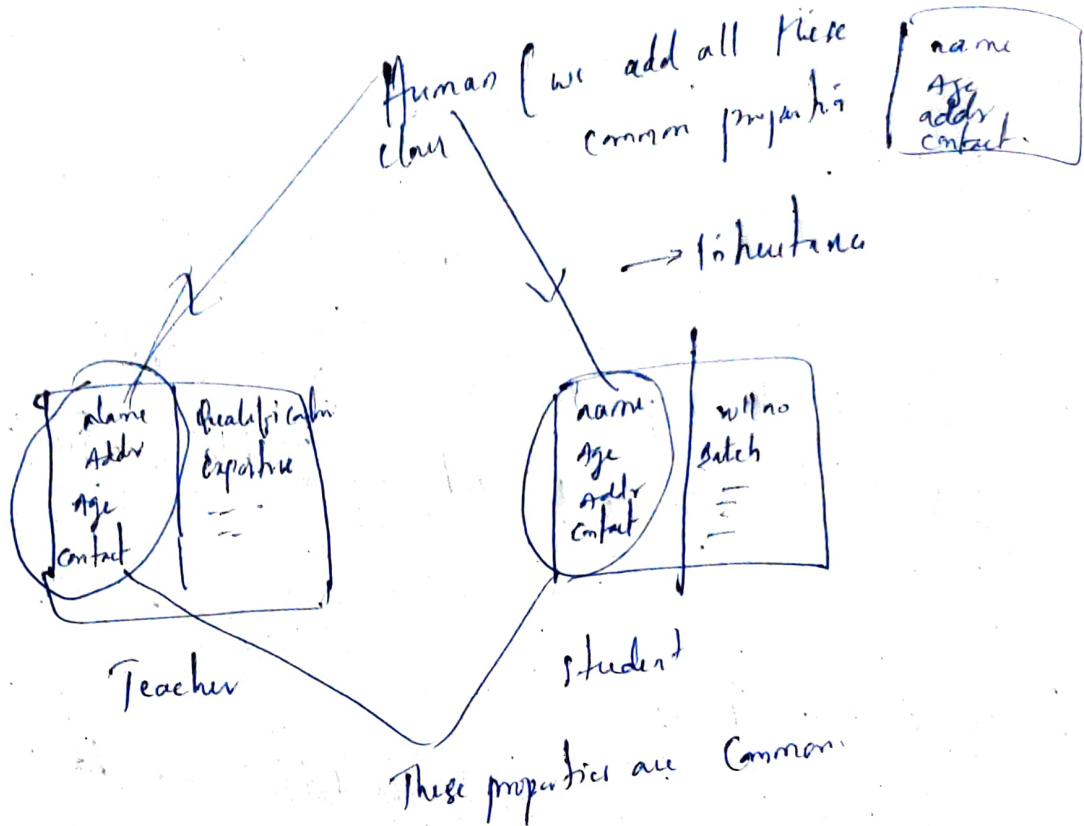
Car



Bicycle

Three properties are common here
↓

* There is redundancy
* we create a common class having common properties
& inheritance when required

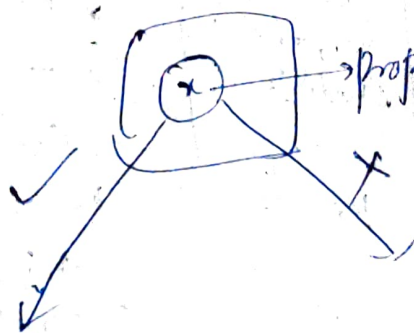


Inheritance

1 Reusing the code.

Access Modifiers not

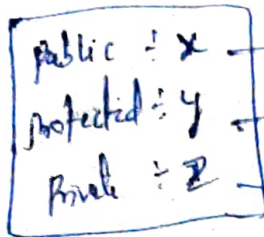
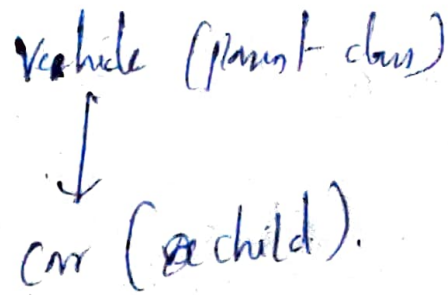
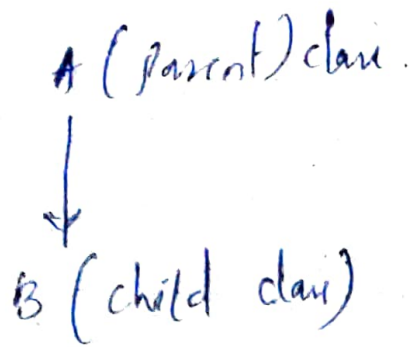
- Private = Accessible outside the world
- Public = Accessible by third party



property of a class
→ we wanted some to access the property & some can't access the property

→ To achieve this we have an access modifier called as protected

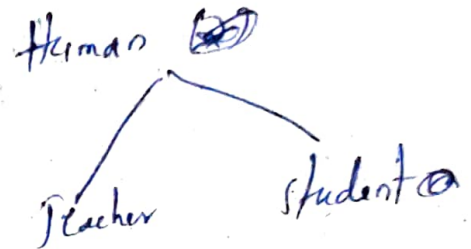
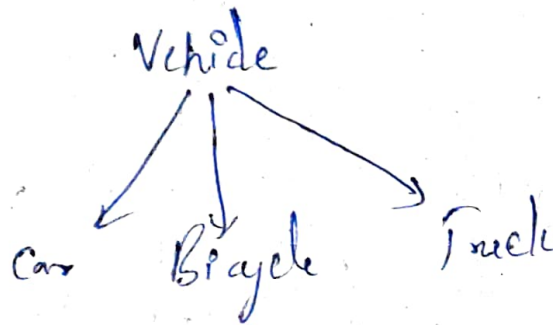
*



Anyone can access

Accessible using only child classes.

Can't access by outside world



* Protected property of vehicle is accessible by car, Bicycle and Truck but not by Human, Teacher, student